



NORDIC COMPONENTS

TACTICAL SHOTGUN MATCH RULES

(Revised 07/14/2017)

1. Safety Rules

- 1.1.** Competitors are subject to match disqualification for violation of any rule or regulation in sections 1 or 2.
- 1.2.** The match will be run on COLD RANGES.
 - 1.2.1.** COLD RANGE (definition): Competitors' shotguns will remain unloaded at the match site except under the direction of a match official.
- 1.3.** Designated Safety Areas
 - 1.3.1.** The Safety Areas will be clearly marked with signs.
 - 1.3.2.** Unloaded shotguns may be handled and/or displayed only in the Safety Areas.
 - 1.3.3.** No ammunition may be handled in any Safety Area.
- 1.4.** Shotguns
 - 1.4.1.** Shotguns must be cased or carried with the muzzle up or down, except in designated Safety Areas, or under the direction of Range Officer(s) on a stage.
 - 1.4.2.** Shotguns must be carried with actions open and detachable magazines removed.
 - 1.4.3.** On stages, abandoned shotguns must be "empty" or "on safe", pointed in a safe direction, and as instructed in stage briefs. Abandoning rifles and shotguns "on safe" requires externally activated safety be on.
 - 1.4.3.1.** "Empty" is defined as no ammunition in the shotgun's chamber and with the detachable magazine removed or empty non-detachable magazine tube
 - 1.4.3.2.** "On safe" is defined as the shotgun's external safety lever or button switched to the "Safety On" position.
 - 1.4.4.** On stages, preloading shotguns with fixed tube magazines may only be done at the designated pre-loading area and under the direction of a match official. Preloaded shotguns shall be placed in a designated safety area and remain there until it is to be used immediately on the stage.
 - 1.4.4.1.** "Preload" is defined as loading the fixed-tube magazine of a shotgun with live ammunition while keeping the firearm safety on and the bolt closed on an empty chamber.
 - 1.4.4.2.** Preloading Areas are not Safety Areas. Only the shotgun to be preloaded is allowed to be handled at the preloading area.
- 1.5.** No competitors or spectators shall consume or be under the influence of alcohol or nonprescription drugs at the match site. Any competitor found to be impaired and deemed unsafe as a result of legitimate prescription drugs may be directed to stop shooting and requested to leave the range.
- 1.6.** Eye protection is mandatory for competitors, spectators & range personnel at the match site.

1.7. Ear protection is mandatory for competitors, spectators & range personnel while on or near a stage of fire.

2. Disqualifications:

2.1. Match Disqualification shall result in complete disqualification from the match. Competitor shall not be allowed to continue with the match. Competitor shall not be eligible for prizes (if any), a refund of entry fee, nor a free entry into next match. The final decision shall rest with the Range Master.

2.1.1. A Match Disqualification shall be issued for Negligent Discharge which is defined as:

2.1.1.1. The discharge of a firearm in an unsafe manner or unintentionally in which a projectile (bullet) strikes the ground within 3 feet of the competitor or range officer, or outside the confines of the backstop/implied 180-degree Safety Plane.

2.1.1.2. The discharge of a firearm during the load and make ready process, unloading process, pre-loading process.

2.1.1.3. The discharge of a firearm while reloading, moving, or transitioning during the course of fire while clearly not aiming in at a target.

2.1.2. A Match Disqualification shall be issued for unsafe firearm-handling which includes, but is not limited to handling a firearm while people are downrange, handling a firearm on a stage without permission of the range officer, or handling a firearm outside of a designated safety area or pre-loading area.

2.1.3. A Match Disqualification shall be issued for dropping a loaded firearm (see Rule 5.6).

2.1.4. A Match Disqualification shall be issued for allowing the muzzle of a firearm to break the implied 180-degree Safety Plane, except slung shotguns (see Rule 8.5).

2.1.5. A Match Disqualification shall be issued for unsportsmanlike conduct which includes, but is not limited to cheating, altering targets, altering or falsifying score sheets, or changing firearms configurations to gain an advantage (see Rule 5.5).

2.1.6. A Match Disqualification shall be issued for using forbidden ammunition (see Rule 4.1).

2.2. Stage Disqualification shall result in a zero score for that stage, but the competitor shall be allowed to continue the match and be eligible for prizes (if any). The final decision shall rest with the Range Master.

2.2.1. A Stage Disqualification shall be issued for dropping an unloaded firearm.

2.2.2. A Stage Disqualification shall be issued for abandoning an "unsafe" firearm in an abandonment box or barrel or table (see Rule 1.4.3).

2.2.2.1. "Abandoning" is defined as the physical separation of a competitor from the firearm of more than the competitor's arm's length.

2.2.2.2. "Unsafe" is defined as the firearm not being in the safe condition as described in Rule 1.4.3.

2.2.2.3. If an "unsafe" firearm is placed in an abandonment box or barrel or table but remains within the competitor's arm's length and the competitor does not proceed downrange from the abandoned firearm, the competitor shall be issued a 30-second procedural penalty (see Rule 9.1.14.1).

2.2.2.4. Exception: If a "safe" firearm is abandoned in an area outside the designated abandonment box or barrel, or if the firearm abandoned is not completely contained by the abandonment box or barrel, and the firearm does not pose a safety threat and the competitor does not proceed downrange from the abandonment box or barrel, the competitor shall be issued a 60-second procedural penalty (see Rule 9.1.14.2).

2.2.3. A Stage Disqualification shall be issued for hitting a designated non-slug steel target with rifle or slug ammunition (see Rule 4.9).

2.2.4. A Stage Disqualification shall be issued for failing to comply with established prohibited actions.

2.3. All disqualification shall be issued by the Range Master.

3. Sportsmanship & Conduct

3.1. Competitors and spectators are expected to conduct themselves in a courteous, sportsman-like manner at all times. Disputes shall be handled promptly and fairly by the Range Master.

3.2. Clothing with any offensive or obscene logos, sayings, pictures or drawings shall not be worn or displayed while at the match site/range.

3.3. Competitors that intentionally fail to make a good faith effort to engage and hit targets in order to gain advantage, coaching by other competitors, and spotting for other competitors shall be considered unsportsmanlike conduct and shall be cause for issuance of a procedural penalty to the competitor.

3.4. Any competitor who does not participate in resetting a stage shall be warned of the unsportsmanlike conduct. Continuance of such conduct shall be cause for issuance of a procedural penalty to the competitor. Further continuance of such conduct shall be cause for match disqualification.

3.5. The Range Master shall be the final arbiter of any such penalties.

4. Ammunition

4.1. No tracer, incendiary, armor piercing or steel jacketed or jacketed sabot slug ammunition allowed. Violation of this rule will result in a match disqualification and financial liability for any damaged range material.

4.2. NO STEEL SHOT AMMO ALLOWED.

4.3. All shotgun ammunitions shall be lead shot and no bigger than 2¾ inch shells.

4.4. Largest birdshot allowed is 7.5 shot unless otherwise stated in the course description.

4.5. 12 gauge buckshot must have no more than 9 pellets and be 00 buck or 000 buck.

4.6. 20 gauge buckshot must have no more than 20 pellets and be #3 buck.

4.7. Slugs shall be lead.

4.8. Use of prohibited types of ammunition will result in a stage or match disqualification and financial liability for any damaged range material.

4.9. Certain steel targets (identified by the stage procedure) may only be engaged with certain ammunition. Steel targets that are designated as non-buckshot or non-slug targets shall not be engaged with buckshot or slug ammunition. Violation of this rule will result in a stage disqualification and financial liability for any damaged range material.

5. Firearms

5.1. All firearms used by competitors shall be serviceable and safe, and shall be compliant with the regulations of the National Firearms Act.

5.2. All firearms used by competitors shall be used in semi-automatic or manual mode (one round fired per one trigger pull). Full-auto and burst-fire are not allowed.

5.2.1. Stage guns provided by the match officials are exempt from Rule 5.2.

5.3. If a competitor's firearm becomes unserviceable during competition, that competitor may replace his/her firearm with another of the same model, caliber and sighting system approved by the Range Master.

5.4. For purposes of this ruling, a "firearm" consists of a specific caliber, receiver, barrel, and stock and sighting system combination.

5.5. The same firearm system, for each gun, per Rule 5.3, shall be used during the entire match.

- 5.6.** Competitors shall not reconfigure any firearm during the course of a match. (i.e. change caliber, barrel length, shotgun magazine tube length, sighting systems or stock style.)
- 5.7.** "Loaded Firearm" is a firearm with ammunition in it; whether in the chamber, magazine tube, detachable magazine still in the firearm, or on the shotgun shell lifter.
- 5.8.** Certain firearm supporting devices may be prohibited by the Match Director.
- 5.8.1.** Prohibited devices include, but are not limited to; supporting devices that risk excess damage to props and/or pose a potential safety risk to competitors and match officials are prohibited (i.e. the Hedgehog and like products are not allowed).
- 5.9.** Suppressor (silencer) devices are prohibited due to the difficulties for the shot timer to consistently register the shots.
- 5.10.** Laser pointers or laser aiming devices are prohibited in all divisions except in the Open Division.
- 5.11.** Weight attachments on the pistol designed to offset recoil are prohibited in all divisions except in Open Division. Specifically designed weapon lights in original and working condition are not considered weight attachments.
- 5.12.** Rifle and shotguns are by definition shoulder-fired firearms (i.e. AR pistols with Sig Brace and like products is not a rifle).

6. Divisions [Open, Tactical, Manual (Pump)]

6.1. Open Division

- 6.1.1.** No limitations on accessories.
- 6.1.2.** Barrel length shall not be changed for the duration of the match.
- 6.1.3.** Shotgun speed loaders are allowed in Open Division.
- 6.1.4.** Shotgun gauge requirement shall be 20 gauge or larger.

6.2. Tactical Division

- 6.2.1.** Shotgun must be of the original fixed magazine tube design. Barrel and magazine tube length may not be changed for the duration of the match.
- 6.2.2.** Internal modifications are allowed providing the modifications do not alter the original factory configuration of the shotgun.
- 6.2.3.** No electronic or optical sights are allowed on shotguns in this Division.
- 6.2.4.** No shotgun supporting devices (i.e. bipods, etc.) are allowed in this Division.
- 6.2.5.** No compensators or porting on barrels allowed in this Division.
- 6.2.6.** Tactical shotguns may start a stage with a maximum of nine (9) rounds in the gun but magazine capacity will not be limited. Nine round maximum is tube loaded to nine with empty chamber or tube loaded to eight with loaded chamber.
- 6.2.7.** No shotgun speed loaders are allowed in this Division.
- 6.2.8.** Shotgun gauge requirement shall be 20 gauge or larger.

6.3. Manual (Pump) Division

- 6.3.1.** Shotguns must be of the original fixed magazine tube design. Only pump shotguns are allowed in the Heavy Limited Division.
- 6.3.2.** Barrel and magazine tube length may not be changed for the duration of the match.
- 6.3.3.** Internal modifications are allowed providing the modifications do not alter the original factory configuration of the shotgun.
- 6.3.4.** No electronic or optical sights are allowed on shotguns in this Division.
- 6.3.5.** No shotgun supporting devices (i.e. bipods, etc.) are allowed in this Division.
- 6.3.6.** No compensators or porting on barrels allowed in this Division.
- 6.3.7.** Manual (Pump) shotguns may start a stage with a maximum of nine (9) rounds in the gun but magazine capacity will not be limited. Nine round maximum is tube loaded to nine with empty chamber or tube loaded to eight with loaded chamber.
- 6.3.8.** No shotgun speed loaders are allowed in this Division.

6.3.9. Shotgun gauge requirement shall be 12 gauge or larger.

7. Special Categories (Junior, Lady, Senior, Military, Law Enforcement)

- 7.1.** Junior is defined as a competitor currently 17 years old or younger at the first day of the match.
- 7.2.** Lady is defined as a female competitor and currently 18 years old or older at the first day of the match.
- 7.3.** Senior is defined as a competitor currently 50 years old or older at the first day of the match.
- 7.4.** Military is defined as a competitor currently serving or retired Military status.
- 7.5.** Law Enforcement Officer is defined as a competitor currently serving or retired local, state, or federal Law Enforcement Officer with/had powers of arrest.
- 7.6.** A competitor may only be recognized in 1 (one) Special Category.
- 7.7.** Competitor must be currently eligible for the Special Category.
- 7.8.** Special Category is for recognition only. It does not entitle the recipient to an extra or early walk of the prize table.
- 7.9.** Each Special Category must have a minimum of 3 (three) competitors for recognition.
- 7.10.** Special Category winners are determined by which competitor has the highest total match points in the respective divisions.
- 7.11.** Tie breakers shall be awarded to the competitor with the higher total match points in the Combined Divisions Overall.

8. Stage Procedures

- 8.1.** A stage briefing shall be held for each squad of competitors.
 - 8.1.1.** A written stage briefing shall be posted at each stage or course of fire prior to commencement of the match. This stage briefing shall take precedence over any course of fire information published or otherwise communicated to competitors in advance of the match.
 - 8.1.2.** The Range Official in charge of the stage must read out the written stage briefing verbatim to each squad.
 - 8.1.3.** After the written stage briefing has been read to the competitors, and any questions about the course of fire have been answered, the competitors shall be given a five (5) minutes to conduct an orderly inspection ("walkthrough") of the course of fire. If the course of fire includes moving targets or similar items, these should be demonstrated to all competitors for the same duration and frequency.
 - 8.1.4.** It is the responsibility of each competitor to attend the stage briefing in the designated time determined by the match schedule. Failure to be at a stage briefing without permission from the Range Master or Match Director shall result in the competitor waiving their right to an official stage briefing and/or inspection ("walkthrough").
- 8.2.** Unless otherwise stated in the written stage briefing, all pre-staged firearms shall be staged with the firearm's bolt closed on an empty chamber and a loaded magazine inserted and/or a fixed magazine tube loaded to division capacity. Pre-staged long guns shall have the muzzle/magazine tube touching the base of the staging box/barrel.
- 8.3.** Unless otherwise stated in the written stage briefing, all start positions shall be standing on the designated start point facing down range with hands relaxed at sides.
- 8.4.** If starting with a rifle or shotgun, the firearm can be loaded (round chambered) to division capacity and held at the "Low Ready". Both hands of the competitor must be touching the firearm.
 - 8.4.1.** "Low Ready" is defined as the stock of the shotgun against the competitors shoulder with the muzzle pointed down range and below the waist level of the shooter or pointed at or touching a designated physical point.

8.5. If a slung shotgun is required by the course of fire, the bolt shall be closed on an empty chamber.

8.5.1. Unless otherwise stated in the written stage briefing, slung shotguns shall be completely empty and no magazine inserted. The implied 180-degree Safety Plane rule (see Rule 2.1.4) only goes into effect the moment the shooter has transitioned to it and begins the loading process by inserting a loaded magazine into the magazine well, or placing a live round into the shotgun.

8.5.2. If the written stage briefing states allows a slung shotgun to have ammunition (magazine inserted or fixed magazine tube loaded, the firearm must have the bolt closed on an empty chamber. Pump shotguns must have the charging handle locked forward (i.e. trigger not pulled or charging handle release lever depressed). The implied 180-degree Safety Plane rule (see Rule 2.1.4) only goes into effect the moment the shooter has transitioned to it and begins to load a live round into the chamber.

8.6. Unless otherwise stated in the written stage briefing, no ammo shall be held in the competitors hand at the starting position or pre-staged anywhere in the stage.

8.7. Unless otherwise stated in the written stage briefing, all walls regardless of design are to be considered from the ground to infinity.

8.8. Unless otherwise stated in the written stage briefing, raised fault lines (ropes or tapes) designating a shooting area or prohibited area shall not be crossed over or be intentionally pushed or flexed to gain advantage.

8.9. Intent of the Stage Design. Stage Designers and Match Officials will make every effort to design a stage to be fired as intended, but may not always be successful in making a stage completely "game proof" due to range and prop limitations. Certain actions may be prohibited by the match officials to maintain the intention of stage design.

8.9.1. The Range Master and Match Director shall have discretion on establishing prohibited actions during the match and require re-shoots if necessary.

9. Scoring

9.1. Scoring per stage will be straight time plus penalties, unless otherwise stated in the stage description. Maximum time allowed to shoot any stage is 180 seconds, unless otherwise noted in the stage description. Maximum penalty time for any stage (including target penalties) is 300 seconds.

9.1.1. Paper targets used in the match may be IPSC (old style), the new IPSC "Classic", ½ size IPSC, SOF, IDPA or Zombie Targets. Neutralization of paper targets will be as described in the stage briefing. Penalties for failure to neutralize (if engaged) will be described in the stage briefing.

9.1.2. Designated "No Shoot" targets that are hit will incur a 5-second penalty for each hit on the "No Shoot" targets.

9.1.3. Frangible aerial targets must visibly break while in the air to be neutralized. Failure to neutralize (if engaged) will incur a 5-second only penalty.

9.1.4. Frangible targets (non-aerial) must break to be neutralized (one BB hole is a break). Failure to neutralize (if engaged) will incur a 10-second penalty for un-hit target.

9.1.5. Knock down style targets (i.e. poppers or steel) must fall to be neutralized. Failure to neutralize (if engaged) will incur a 10-second penalty for un-hit target.

9.1.6. Static steel targets must be struck solid enough to be visible and/or audible and the Range Officer must call "Hit" on the target to be ruled neutralized. Failure to neutralize (if engaged) will incur a 10-second penalty for un-hit target.

9.1.7. Spinner-type targets must be spun completely around and the Range Officer must call "Over" on the target to be ruled neutralized. Failure to engage or failure to completely spin the target will incur a 30-second penalty.

- 9.1.8.** Failure to Engage (FTE) any targets will incur a 15-second penalty (exception for spinner-type targets in Rule 9.1.7).
- 9.1.9.** Procedural penalties, 5-seconds per shot, will be issued for failing to follow the stage directions as written.
- 9.1.10.** Procedural penalties, 5-seconds, will be issued for failing to follow the intent of the stage procedures.
- 9.1.11.** Stage Not Fired (SNF) or Did Not Finish (DNF) penalty will be given zero score per stage not fired.
- 9.1.12.** Targets shot with the wrong type of ammunition will incur a procedural penalty (see rule 9.1.9) if the target is hit, plus a 15-second failure to engage penalty if the target becomes unavailable to be neutralized with the correct ammunition.
- 9.1.13.** Certain steel targets (identified by the stage procedure) may only be engaged with certain ammunition. Steel targets that are designated as non-buckshot or non-slug targets shall not be engaged with buckshot or slug ammunition. Violation of this rule will result in a stage disqualification and financial liability for any damaged range material (see rule 4.9).
- 9.1.14.** Improper and unsafe abandonment of firearms.
- 9.1.14.1** An "unsafe" firearm that is placed in an abandonment box or barrel or table but remains within the competitor's arm's length and the competitor does not proceed downrange from the firearm, the competitor shall be issued a 30-second procedural penalty.
- 9.1.14.2.** A "safe" firearm that is abandoned in an area outside the designated abandonment box or barrel, or if the firearm abandoned is not completely contained by the abandonment box or barrel, and the firearm does not pose a safety threat and the competitor does not proceed downrange from the abandonment box or barrel, the competitor shall be issued a 60-second procedural penalty.
- 9.1.14.3.** An "unsafe" firearm that is abandoned (physical separation of a competitor from the firearm of more than a competitor's arm's length) is a stage disqualification (see rule 2.2.2.)

9.2. Stage Points

- 9.2.1.** 1st Place for each stage, in each Division, will receive 100% of the designated stage points for the stage; 2nd Place and below will figure points on a percentage basis of the stage points from 1st Place.
- 9.2.2.** All stages will be scored by division.
- 9.2.3.** Total points accumulated for all stages will determine the match placement by Division.
- 9.2.4.** Ties will be broken by an undisclosed Tie Breaker Stage designated by the Range Master or Match Director.
- 9.2.5.** Highest score wins.

10. Arbitration Rules & General Principles

10.1. Administration

- 10.1.1.** Occasional disputes are inevitable in any competitive activity governed by rules. It is recognized that at the more significant levels of competition, emotions run high and the outcome is much more important to the individual competitor. Generally effective match administration and planning will prevent most disputes. However, in cases that disputes do arise, see Rule 10.2-10.3.

10.2. Access

- 10.2.1.** Protests may be submitted for arbitration except the actual scoring of targets. However, protests arising from a disqualification for a safety infraction shall

only be accepted to determine whether or not an infraction as described by the range official was in fact unsafe. The commission of the infraction may not be protested.

10.3. Appeals

10.3.1. Decisions are made initially by the Range Officer. If the complainant disagrees with a decision, the Range Master should be summoned and asked to rule. The Range Master may consult with the Match Director for clarifications and/or interpretation of the written rules before making a rule. The decision of the Range Master is final.

*Note: Remaining calm and rational while arbitrating disputes will make this unpleasant job easier.